

CLAIMS

1. Process for operating a game involving the random drawing of a universal series ($\{ek\}$) of p distinct characters (ek) from a set (En) of n characters ($\{ek\}$), wherein players input personal series of p distinct characters ($\{Sk\}$) which are collected and stored and the drawing of the universal series is carried out by p successive elementary draws, each of a first and of a single character (ek), from p sets respectively each formed originally of n characters but from which the characters drawn in all the previous elementary draws (ek) have been removed.
2. Process as claimed in claim 1, wherein the removal of a character (ek) is carried out in real time after each elementary draw.
3. Process as claimed in claim 1, wherein before each elementary draw all the $(k-1)$ characters previously drawn are fully removed.
4. Process as claimed in any one of claims 1 to 3, wherein the players input their personal series (Sk) of characters at spatially offset places (Lk).
5. Process as claimed in any one of claims 1 to 4, wherein the elementary draws are carried out in a series of p different locations (Lk) dispersed over the surface of the earth and everywhere substantially at the same local time HT of the place (Lk).
6. Process for operating a game involving the random drawing of a universal series of p distinct characters from a set of n characters, wherein players input personal series of p distinct characters which are collected and stored and the drawing of the universal series is carried out by p successive elementary draws, each of a single character from a set formed originally of n characters but from which the characters drawn in all the previous elementary draws have been removed, the draws being carried out in a single place (LC) but at different times HTk of the place (LC) corresponding to predetermined local times ($HT(Lk)$) of p different locations (Lk) dispersed over the surface of the earth, the result of each draw being communicated in real time to the corresponding location Lk .

7. Operating system for implementation of the process of the invention comprising:
 - means for inputting the series of characters and for game entry (19),
 - means for collecting the series of characters (18, 20),
 - means for storing the series of characters 12, 102),
 - an operational control centre (100) to which the collection means and the storage means are connected,
 - means for commanding the removal (105, 15) of characters e_k from the sets E_n of characters of drawing centers,
 - computing means (14, 104) of the operational control centre to determine the number of winners of the game as well as the prize to be distributed between them and thus the shares to be paid to them and
 - means for paying these shares (14).
8. System as claimed in claim 7, wherein the input means include consoles connected to the operational centre by a computer network.
9. System as claimed in any one of claims 7 and 8, wherein terminals are provided connected to a call centre of the operational control centre.
10. System as claimed in any one of claims 7 to 9, wherein the means for commanding the removal of characters are arranged to remove the characters in real time as they are drawn.
11. System as claimed in any one of claims 7 to 9, wherein the means for commanding the removal of characters are arranged in order, before each draw, to remove fully and at a deferred time all the characters previously drawn.
12. System as claimed in any one of claims 7 to 11, wherein the means for commanding the removal of characters are centralized in the operational control centre.

13. System as claimed in any one of claims 7 to 11, wherein the means for commanding the removal of characters comprise, in each drawing centre (10), means (16) for reception of the characters (ek) drawn in the other drawing centers (10), to be removed locally, and for transmission of the locally drawn character to the other drawing centers.

14. System as claimed in claim 7, wherein in the case of elementary draws in a single place for different locations, programmable timing means (107) and means for transmitting data from the place of drawing to the locations are provided.